

STRANGE

73-4 (1973DG) Fall 1901
 Austria-Hungary (Keith Thompson, 2)
FAlb-Gre, ASerSFAlb-Gre, ABudSAUkr*
England (David Wildman, 1)
FNth-Nwy, FLon-Nth, AYor
France (Stephen Tihor)
ASpa, APar-Bur, FBr e-Eng
Germany (Jonathan Jacobs, 2)
FHöl-Bel, AKie-Den, AMun-Ruh
Italy (Ronald Kelly, 2)
APie-Mar, AApu-Tri*, FIon-Tun
Russia (Conrad von Metzke, 2)
FSev-Rum, AUkrSASev-Rum, FBoth-Swe,
AMos
Turkey (Eric Robinson, 1)
ABul-Rum, FAank-Bla, ACon-Bul

*impossible moves

Note that Eric Robinson is back in New York. See CQA on page ten.

Builds due on August 18. In future, conditional moves should be sent with Fall moves.

* * *

NEXT DEADLINES:

73-2: August 11; 73-3: August 11;
 73-4: August 18; 73-5: August 4;
 73-6: August 4; 73-7: August 18;
 73-A: August 4; 73-B: August 4;
 73-C: August 4

FRENCH RETAKE TUNIS

73-2 (1973BW) Fall 1909
England (Raymond Heuer)
FNth, FNwg, FBar, FKie, FBer, FHol,
ADen-Pru, FBalCADen-Pru, AWar-Gal,
AUkrSAWar-Gal, AMosSAUkr, ALiv-War
France (Evan Jones, 1)
FNAf-Tun, FMedSFNAf-Tun, FGLyo-Tyr,
FMar-Pie, ATus-Rom, ABoh-Vie, ATyrs
ABoh-Vie
Italy (Eric Robinson, 1)
FTun(elim.), FNap-Rom, APie-Ven,
ATriSAVie

(continued on page ten)

* * *

Other moves on pages ten and eighteen.

* * *

Kelly, Plotkin, Pitsch, Ritter, Adams, Beam, Stevens see 73-7 note on page 3.

* * *

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THE POUCH

c/o Nicholas A. Ulanov
60 East 8th Street
New York, N.Y. 10003

Send letters, comments, and press releases to the above address.

Guest articles are welcome. We pay five free issues for every article.

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Game Masters:

Raymond Heuer

Gil Neiger

Miles Smith

This issue is the first issue of our "twenties." At this point it seems fair that we review The POUCH's progress over the last five months. The first issue was four pages long; article-issues are now running eighteen pages long. To our knowledge we are the only Diplomacy zine that publishes nearly the number of articles on the game and related subjects that we do.

We now publish the same or greater number of pages than all of the well-respected, high-circulation zines. The number of our subscribers is now growing rapidly. We have a large number of games now going in these pages, and we have been able to always keep a game open to those who wish to be in a new one.

We have published, with this issue, three variants on the game of Diplomacy. We have published more and more press and communications to the editors. We have a successful game of Origins of World War II going. We have an ever-increasing interest on the part of our readers, and the amount of work going into the publishing of The POUCH has vastly increased.

The POUCH is now read in California, Georgia, Hawaii, Illinois, Indiana, Michigan, Missouri, New York, North Carolina, North Dakota, Ohio, Pennsylvania, South Carolina, Texas, Utah, Virginia, Washington, Wisconsin, Washington, D.C., and Canada.

We have had very generous plugs and praises from the editors of the various zines that have been mentioned in The POUCH. We feel, and hope you agree, that we have taken our place with the best Diplomacy zines. In short, we think we have gotten much better, and we pledge to do our best to continue to improve and make The POUCH a more enjoyable zine.

Walt Buchanan (editor of HOOSIER ARCHIVES) has called us one of the best zines to come along this year. We hope we are. We hope you find us so. And once again, we invite you to invite your friends to subscribe, because, the more subscribers, the better the zine.

The POUCH's House Rules appear, for the first time, in this issue. Much consideration has gone into these lengthy rules, and we hope that they deal with all possible situations, and make all procedures clear.

Subscriptions are 10/\$1.80

page two

If you have any questions about them, please write the editors. Many ideas, and some direct quotes, have been taken from other zines' house rules. More directly, we want to thank Conrad von Metzke, from whose rules we stole liberally.

Von Metzke, custodian of the Boardman Numbers, has made a temporary ruling that our allowance of Coastal Crawl in the Game-masters' game does not alter the rules of the 1971 rulebook sufficiently to warrant its being classified as irregular. We applaud this decision, and thank Conrad for spending a great deal of time and effort in considering the particular appeal, rather than just looking at past rulings which made such games irregular.

Duncan Smith is still at: P.O. Box 94, East Hampton, N.Y. 11937. Gil Neiger is back at his New York City address: 300 West 108th Street, New York, N.Y. 10025. Eric Robinson is back at his New York address. Keith Thompson is back in Bremerton, Washington.

We have on page eleven a variant using the regular map, by Stephen Tihor. The game appears to be a fun face-to-face game, but a murderous mail game.

We have two openings left for regular mail game 73-8. If you are interested in being in this game, please let us know. Duncan Smith, Richard Swies, Steadman Westergaard, Eric Robinson, and Jonathan Jacobs are signed up for this game.

We have back issues of The POUCH available for 50¢ each. Ancient Hebrew Kingdom map and rule sets are available for 30¢. Lord of the Rings Diplomacy map and rule sets are available for 50¢ each.

Nicholas Ulanov is moving some time in September. Thus, The POUCH's address will also change. The move is just within the City, and mail will be forwarded from the old address. The new address will be published in a later issue.

If the USPS is lousing you and us up, please let us know.

The Game-masters' Game should have its first moves in the next issue. We know that Chic Hilliker, Edi Birsan, Conrad von Metzke, and John Boyer are aware of the deadline; we can only hope that Jeff Key, Charles Reinsel, and John Smythe are also aware of it.

Game 73-7 moves were due for this issue. Because of a mix-up, most moves were not received. Spring 1901 moves are now re-scheduled for August 18. John Stevens' correct address is: 57 Joralemon Street, Brooklyn, N.Y. 11201. Please note game-master Gil Neiger's return to New York above.

If you have a game you would like us to run in The POUCH let us know. If possible, we would appreciate your sending us a copy of that game.

There is an interesting un-scientific poll on John Lindsay on page fourteen. It would be very much appreciated if you would answer it, and send in your responses to the address opposite. There is no material incentive, but if many do reply, it should be interesting.

73-3 (London Piffle) Today the British Parliament has declared neutrality and denounced the declaration of war on the Prussian State. The War Ministry does not admit to the goals stated in the EDI Press. They went on to say that "We will remain neutral until our ships on the high seas are attacked or the threat of an invasion." The British Parliament is also suspecting that there is a traitor in the War Office and that he is being paid by the German Government, so the Parliament says, "Du kannst dein selbst ficken."

73-4 DNEPROPETROVSK-AM-VOLGA: It is an unwise potential ally whose overtures read like a day-old doughnut tastes. It is an even more unwise potential ally who treats with two neighbors on the same specious level, impressing neither, offending both. It is finally, a supremely unwise potential ally whose da capa feux-pas is promulgated well enough in advance to allow the intended suckers time to communicate.

Snicker.

73-4 BERLIN: The Kaiser of Germany today extended his warmest greetings to all representatives of European nations meeting with him. He further made known a slight discomfort arising from a lack of experience in Kaiser roles, and noted to his (and all others') chagrin that "sadly, the player of Russia isn't a girl. But then, if she lived in San Diego, what good would it do me?"

73-4 BERLIN (Sept. 30, 1901) Foreign Minister Heine Humbert held a press conference today in the anteroom to Kaiser Yohann's private broom closet. Minister Humbert discussed several facets of Imperial policies. He said that German troops were in the process of occupying Denmark "to return that hotbed of international pornographers to traditional Teutonic morality." Humbert added that German troops had left Holland for Belgium, but "they will return and completely eradicate the horrendous anthem, 'Dutchland über Alles!'" Upon a question by Stephen Tihorstein as to whether German neglect of the Eastern front, Humbert replied that, since the player of Russia is not a girl, the Kaiser was looking for a sexy Parisian coquette." Tihorstein was later arrested on suspicion of Judaism, but was extradited to Paris through French Ambassador Dreyfus' intervention.

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VIDE WORLD OF SHPORTS (Oct. 17, 1901) - BEAVER SHOOTING IN DENMARK Kaiser Yohann today led a party into the newly annexed, unexplored reaches of Denmark, the depths of seething Copenhagen, to have a go at a local sport, beaver-shooting. The Kaiser carried a Krupp M-45 $\frac{1}{2}$, equipped with a telescopic sight which saw more action than the gun itself, and indeed it saw a lot. He was accompanied by two British peers, of the Prime Minister's party (giving the lie to the rumor that Wildman is a "peerless leader"), Lords Lambchop and Jellied-crow. Lord Lambchop turned in the best performance of the day, shooting a fine beaver named Normal Levy - a taxing shot. For his efforts the Kaiser awarded Lord Lambchop Penelope Naughton Dickens' sweater. Unfortunately, he was unable to learn what was under the sweater, since Miss Dickens was wearing it at the time.

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The POUCH HOUSE RULES FOR POSTAL DIPLOMACY

These rules apply to all Diplomacy games played in The POUCH.

1. All rules of the 1971 edition of the rules of Diplomacy apply and are to be followed with the additional rules herein. Decisions of the game-master are final unless a blatant error occurs. If after notification of the game-master the error can be corrected, it will be. If such an error is not communicated to the game-master within twenty-one days, it will not be corrected.

2. Country selections will be determined by random selection.

3. There are five game seasons: Spring moves, Spring retreats, Fall moves, Fall retreats, and Fall builds-removals. Applicable conditional retreats and/or builds-removals should be sent with all orders. If a player requests the suspension of conditional orders on a movement turn with his orders for that turn, the game-master will undertake to obtain the retreats and/or builds-removals from the players after the season's results have been made known, and privately notify the players of the retreats and/or builds-removals, or will postpone the retreats and/or builds-removals to the next deadline, at the game-master's discretion.

4. Orders must be written clearly. If the moves are illegible, the game-master may discard them. Badly written moves will be used if legal. Orders may be revised at any time prior to the deadline, with the last postmark being the determining factor for which set is used. (If the postmark(s) is (are) illegible, missing, or identical, the last-received set will be used. In case of tie, unless the player makes an obvious distinction, the set to be used will be determined at random.) The POUCH and its game-masters assume no responsibility for the errors of the USPS.

5. Moves may be phoned in to the game-master, but the game-master assumes no responsibility to be at home to receive the call. Any moves not received by the game-master because of such absence is entirely the responsibility and fault of the player.

6. A player active in a game may assign his position to a substitute of his choice for a period not to exceed forty-two days. A player may not have a substitute or substitutes play his position for a period or periods totalling more than forty-two days without the specific exception of the game-master. A substitute player must meet the eligibility requirements of a regular player.

7. If a player misses a move, a stand-by for his position will be recruited. If the player misses his next move, the stand-by will replace him. This rule applies for regular and substitute players. If a substitute player is replaced by a stand-by, the stand-by becomes the permanent player, and the regular player may not resume his position.

8. If a player misses a 1901 move, neutral and anonymous moves will be obtained for his position. If the player misses a second move, the procedures of rule seven apply.

9. When substitute moves have been called for (to be used in the event that a player misses a second move), the other players in the game may make moves conditional on which player (the original or the substitute) makes that turn's moves.

10. The game-master in conjunction with the editors of The POUCH not playing in the game, will set deadlines for the receipt of moves. Late moves will not be considered. Collect telephone calls or telegrams, and postage due mail will not be accepted.

11. The game-master in conjunction with the editors of The POUCH not playing in the game, may extend the deadline for a move to a date not less than seven calendar days after the original deadline. If fourteen days or more remain until the deadline, the deadline may be extended to a date less than seven days from the original deadline. A deadline may not be shortened without the unanimous consent of the players in a game.

12. A unit ordered to a location not on the board, or asked to make an action other than a legal one, will have its order considered to be an order to hold, and thus may be supported in place. A unit ordered to make an impossible move to a location on the playing board will have its order considered to be as written, and unsuccessful, and thus may not be supported in place.

13. If a unit is dislodged, the player must specify a retreat. If only one location is open for retreat, the game-master will order the retreat automatically. The player may cancel this retreat and annihilate the unit by so informing the game-master before the next deadline. Players should keep this in mind at all times, and may submit orders conditional on whether or not the retreating player exercises this option. In the case of any possible conflict between two or more units, the automatic retreat will not be made by the game-master. If ownership of a supply center depends on the exercise of the automatic retreat, it will not be made by the game-master. If two or more units are ordered to retreat to the same location, the location is considered to be vacant due to stand-off, and the retreats must be recomputed. If one of the units has only the one location to retreat to, and the other unit(s) has (have) other locations to retreat to, that unit retreats to the original location, and the other unit(s) must retreat elsewhere. If more than one of the units has only the original location to retreat to, those units are eliminated. When such situations may appear, retreat orders must list alternative choices in preferential order.

14. If required removals are not received by the game-master, units will be removed in the following descending order of precedence: farthest in actual spaces from nearest home supply center; fleet before army; non-supply center before supply center; first unit in alphabetical order.

15. Victory is achieved when one country gains a majority of the units on the board.

16. A game will be declared a draw between/among all surviving players when all surviving players agree to such a draw, or when no supply center has changed owner in three consecutive game years. Players, with unanimous consent of the surviving players, may declare any result they wish.

17. The following notation is used: underlined moves fail (ex: APie-Mar), others succeed. Support and convoy orders which do not accomplish their purpose are not printed as failing. The following abbreviations are used: A, army; F, fleet; -, moves to; C, convoys; S, supports. If a unit is ordered to stand (hold), the unit and its location is printed (ex: APie). If a unit must retreat, its order (if any) is printed followed by "(-location)" where location is the place the unit must retreat to.

18. Locations are abbreviated by the first three letters of their names, except: Norway (Nwy), Norwegian Sea (Nwg), North Atlantic (NAt), North Africa (NAf), North Sea (Nth), Gulf of Lyon (GLyo), Gulf of Bothnia (Both), Eastern Mediterranean (EMed), and Western Mediterranean (WMed). Livonia and Liverpool are abbreviated in the same way. Which is being used is always discernible from the order(s) involved. Both the Tyrrhenian Sea and Tyrolia are abbreviated Tyr, since only fleets may be concerned with the Tyrrhenian Sea, and only armies with Tyrolia. Players need not use these abbreviations so long as their orders are clear.

The POUCH HOUSE RULES FOR ALL GAMES

These rules apply to all games played in The POUCH.

1. In general, rules 2, 4, 5, 6, 7, 9, 10, and 11 of the Postal Diplomacy House Rules apply to all games. Additional rules and changes for games other than Diplomacy may be announced at the beginning of a game in The POUCH.

2. To be eligible for a position in a game, a player must be a subscriber, trader, or receive The POUCH by other legitimate means.

3. All those subscribing to, trading with, or receiving The POUCH for other legitimate reasons may send in press to be published. Press of those not currently in a game, will be published when space allows. The editors reserve the right to edit press. In general all press will be published. Press sent in for a specific game must have that game's house number clearly indicated on it, otherwise it will be treated as press of a non-player. When a game's deadline coincides with an article-issue, press for that game will be printed in that issue. When a game's deadline coincides with a moves-issue, press for that game will appear in the following issue. If a player wishes his press to be published (if possible) before the next deadline, he must so indicate on his press.

4. If a problem arises on the proper interpretation of a rule, or a rule does not exist where a ruling is required, the decision(s) of the game-master is (are) final.

5. All decisions relating to the play of a game fall under the sole jurisdiction of the game-master. All matters relating to press fall under the control of the editors.

6. Deception of the game-master in any way is grounds for expulsion from the game and any other games being played in The POUCH, as well as refusal of admittance to future games.

Additions, deletions, and changes to these house rules, upon being published in The POUCH, become part of these house rules.

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The editors of this zine have finally found a zine which in terms of quality, content, and format is, in their opinion, clearly the most outstanding and best zine in the trade. That zine is John Boyer's AQUARIUS. AQUARIUS is huge. It is full of some of the best press we have seen anywhere. It is so neat in its format and reproduction as to be unbelievable. It runs games, including a Bourse, so pleasingly, nicely, and conveniently as to be invaluable. This zine cannot be too highly recommended! If you subscribe to any zine, there is no excuse for your not subscribing to AQUARIUS. Currently, the circulation of this zine is low. Any circulation is low for this zine. We do not have price information, but AQUARIUS is worth any price. Write to John Boyer, 117 Garland Drive, Carlisle, PA 17013. He also publishes IMPASSABLE, with a circulation of well over one hundred. IMPASSABLE is good, but it pales to insignificance next to AQUARIUS. If you have any intelligence, any taste, any literary appreciation, and are a true connoisseur of Diplomacy and other sophisticated games, you will subscribe to AQUARIUS. We flipped for it, we think you will too.

73-2 (All the smut that's not fit for the New York Times, but finds a place in the Daily News) July 28, 1908

Startype: Said Abdul Pasha by Rhoda (Grin and) Bearit

Said Abdul Pasha is a rather thin and tall man.

"I hate to admit," says Said, "but I am 4ft 3 inches, and I weigh 630 lbs."

His clear and dashing face reminds us all of Gary Cooper.

"Yes, these seven scars on my face occurred when I last watched the dance of seven veils," Said admits. There is no one in all of Turkey though, who can ride a horse better than he. "Me on a horse! Don't make me laugh! I'd kill the poor thing! Last time I was in a horse show. I scored 101st out of a 100 horse field," Said says proudly.

Said Abdul Pasha sleeps in the buff, his 28 wives like it that way. "Yes, I sleep in a size 72 mink pajama suit. And no my wives don't sleep with me! There's hardly enough room in the bed for me much less for 28 wives," Said tell us.

73-5 (Berlin Press) July 28, 1901 Today in an unprecedented press conference, Baron Duncan von Neumann, Chancellor of Germany, announced that the Netherlands would be crushed for their prejudicial handling of the Protestants. "Not one drop of Protestant blood will be shed in the Netherlands to mar my conscience," declared the Chancellor. When one reporter asked him about the German Protestant blood that would be shed, he was taken out by the S.S. police (Special Security) and executed. He also declared that if the dirty foot of the Russian Menace dared step into Rumania, his wife's country, they would have to contend with the shoe shine army of Germany. "Do not anger Germany, for Germany will be doubled in its strength in 1902, and shall be all too willing to return favors," was the Chancellor's ending phrase in this unbelievable announcement.

73-5 (INS) Granduke Charles Freemanovitch (alias Gary Get the Towels) declared Sheik Michael O.R. Hrancid an enemy of the state, and asked him to leave the country. Sheik Michael (voted most likely to secede) promised to leave the country on the next Dodecanese Islands.

73-B (INS) Reichsführer Alex Kizzoff, today announced plans to buy Boeing Airlines. Dincan Schmidt will head up a mission to the USA with that purchase in mind. "Dincky" is being sent because "Dougy" John Christian Inkwordtson, former Foreign Minister, recently got the kizzoff from Here Kitty. For more news on the Reichsführer, see article below.

(INS) Princess Evan Bitchavitch of Novgorod's and Here Kittykat Kizzoff's marriage is believed on the rocks. The Princess has been complaining of a ghost who sings and excites her when she is sleeping. Her husband complains of a wife who doesn't.

(Free Porno Press) We cordially invite Penelope Naughton Dickens to come down to SPI some Friday night and show us her etchings.

FROM LANDLORD TO GODPAPA

How to Change Your Monopoly Game into Gangland

by Duncan and Miles Smith

Recently there's been a wave of so-called Mafia games and most of those have only dealt with open gang-warfare. Let's face the facts; if the Mafia exists it certainly does not deal only in gang-warfare, but rather in perhaps more evil ways, and certainly less bloody. Monopoly is a game that has been bought by more people in the USA than any other game. Monopoly, also by chance, makes one of the best Mafia games around.

The basic situation is this. All of the players are competing for the position of inheritance (Godson) while the bank is the Godpapa. All of the old rules apply with some new ones added: Drugs, Autothefts, Numbers game, Income tax, and Loansharking. Play the game with all the money multiplied by a thousand (i.e., \$100 is \$100,000). This makes the game more realistic and makes you remember who is president.

Drugs: As of now the easiest way of making a fortune illegally is to sell or push drugs. In this game a player may buy any amount of drugs at the cost of \$100 each if he lands on Free Parking. He may sell these drugs at \$400 each whenever he lands on Go. All drugs that a player owns are lost if he goes to jail. A Get out of Jail Free card still sends him to prison but saves his drugs.

Car Thefts: This is another big illegal racket. Whenever a player lands on Community Chest, in addition to receiving a card, he has the option of buying or selling stolen cars. Stolen cars are bought at \$100 each and sold at \$200 each. The rules concerning Jail are the same as for Drugs.

Numbers Game: Whenever a player lands on Chance, in addition to receiving a card, he has the option of playing the Numbers Game. First the player who intends to play picks another player who will play for the bank (Godpapa). The player then makes ten bets of equal denominations (ex: 10 bets of \$10 each is a total bet of \$100). Then both players list 10 numbers in a row between 0 and 9. After that the players compare the list and the betting player wins ten times the bet made for each matching number. (Ex: A player bets \$10 per number. His list is 7398215460, and the bank's list is 7054317894. The first seven is a match, and the sixth one is also, so he wins \$200, loses \$80, and wins a net of \$120.

Loan Sharking: Loan Sharking in this game is a way for the bank (Godpapa) to lend the player up to \$2000 at exorbitant interest rates. Whenever a loan is taken there are two interest rates. The first is the "turn-by-turn" interest rate and the other is the "automatic" interest rate. Whenever a player passes Go, in addition to receiving his \$200, he must pay the "turn-by-turn" interest rate which is 25% of the amount borrowed. When he decides to pay back the loan he must pay, in addition to any "turn-by-turn" interest rate necessary, the "automatic" rate which is 50% of the amount borrowed. (Ex: Player gets \$1000 loan, passes Go, and decides to

pay off the loan. First he receives his \$200, second he pays the "turn-by-turn" rate of \$250, and third he pays off loan by paying \$1000 and "automatic" rate of \$500. The loan has cost him \$1750.) A player need not ever pay back loans, but at the end of the game, his indebtedness must be figured into his worth.

Income Tax: Whenever a player lands on the Income Tax space, he has a choice (ignore original instructions). He either goes to jail for tax-fraud (losing all drugs and autos), or he pays off a judge at a cost of \$500.

Victory Conditions: Same as original game.

Strategy: The most important thing in this game is to have a monopoly (legitimate enterprise) before you go into any major drug or stolen auto dealings where about \$3000 is needed. It is very easy to make a quick buck in this game, but without a monopoly, you'll find yourself with no place to spend it. Loan Sharking is an easy way of getting up to \$2000, but it is also a very expensive way of doing so. On the average, \$1000 you borrow, you'll end up paying about \$1500 in interest; an average of $1\frac{1}{2}$ times the amount borrowed. Also if you don't have a well-developed monopoly or a very good investment in drugs or stolen autos, you will never be able to pay it off. Good luck, and if you have any questions, write Duncan or Miles Smith in care of The POUCH.

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moves (continued) 73-2 (1973BW) continued

Turkey (Duncan Smith, 1)

FAdrSAPie-Ven, FLoH-Tyr, FBlaSAArm-Sev, AArm-Sev, ARumSAArm-Sev, ASer-Alb, AGalsAVie, AVieSAGal, ABudSAGal

next deadline August 11

73-3 (1973BY) BUILDS Fall 1901 next deadline: August 11

Austria-Hungary (Jamie Adams) ABud, AVie
 England (Kirby Welch) FLon
 France (Bill Cossom) FMar, APar
 Germany (Duncan Smith) FBer, AMun
 Italy (Eric Goldberg) no builds
 Russia (Eric Griffiths) ASTP
 Turkey (John Arendsmeyer) FCon

Those in Game-masters' Game (73-6 - 1973DY) note new Edi Birsan address: RD 1 Smithtown Rd., Fishkill, N.Y. 12524.

Those in 73-4 (1973DG) note new David Wildman address:
 Apt. N308, Rogers Road, Athens, GA 30601.

Ancient Hebrew Kingdom moves on page eighteen.

Grand Fenwick's Revenge Diplomacy

1. The rules, board and pieces of G.F.R.D. are the same as those of standard Diplomacy except as noted below.
2. A minimum of eight and a maximum of twenty players are required for this (short) version.
3. At the start of the game (1900) France controls Tunis but cannot build an extra unit until winter 1900, and then only if some other power, such as Italy, has not occupied Tunis in the Fall. In all other respects Tunis behaves as a normal supply center. In particular, unless there are 19 players, and someone must play Tunis, NO units may be built in Tunis.
4. The first seven (standard Major) countries are assigned and set up as in standard (Lazy Man's) Diplomacy.

The next five players are assigned as follows:

8) Scandinavia	F Norway, A Sweden, F Denmark
9) Netherlands	F Holland, A Belgium
10) East Balkans	A Rumania, A Bulgaria
11) Iberia	F Portugal, ? Spain*
12) West Balkans	A Serbia, F Greece

The next eight players divide the five unions above as follows:

13) Greece	leaving Serbia
14) Portugal	leaving Spain
15) Rumania	leaving Bulgaria
16) Denmark	leaving the Kingdom of Sweden and Norway
17) Holland	leaving Belgium
18) Norway	leaving Sweden
19) Tunis**	leaving France
20) Switzerland	remaining independent

note (*): see Rule 6

note (**): with more than 18 players Tunis is independent and starts the game with a fleet. This also overrides Rule 3.

5. Any supply center (except Tunis) which is unoccupied at the start of the game should be filled with an army which will behave as if its country was in Revolt.

6. At the start of the game, before the initial Diplomacy period, Spain will have the option of choosing:

- 1) A Madrid
- 2) F Spain(SC)
- 3) F Spain(NC)

A Madrid may be referred to as A Spain.

7. The extra pieces needed for the possible 13 new countries are entirely your problem; We would like to hear what works best, so that it may be included in any revised rules.

8. A Minor power is a country or union which starts the game with fewer than three supply centers. Specifically all of the new countries are MINOR powers EXCEPT Scandinavia.

9. A Minor power is considered to win if it survives until the end of the game, therefore there may be more than one winner.

10. Minor powers are permitted to enter Iceland, Ireland, Sicily, Sardinia, and Crete.

11. Minor powers may make a formal TREATY OF NEUTRALITY (which must be registered with the Gamesmaster and, if applicable, the Swiss player). The terms of such a treaty must be:

1. As long as there are at least two of the original signatories still honoring this TREATY, any army of any such signatory may enter Switzerland, move out of Switzerland into any adjoining UNOCCUPIED province, or may support a move into any such unoccupied province.
2. Any signatory of such a TREATY who attacks either the units or the supply centers of another country which has not, at some point during the duration of this TREATY attacked the units or home supply centers of one of the signatories of this TREATY, will be considered to have abrogated this TREATY and will be forced to vacate Switzerland in accordance with Article III of this TREATY.
3. If an army is occupying Switzerland and the country to which it belongs is no longer either honoring this TREATY of neutrality or there is only one country honoring this TREATY, then the army in Switzerland must move to an adjoining unoccupied province during the next movement turn or be eliminated at the end of that turn.

12. This variant is designed by Stephen Tihor, and all rights and privileges remain with him. Address all comments, suggestions, or questions to: Stephen W. Tihor, 32 Washington Square, New York, N.Y., 10011, U.S.A.

* * *

press

(INS) French Premier Fullby Baby and his mistress Isabel Enrique today were married. Amid rocks thrown by the brides maids and flower girls, the couple climbed into a Lear jet, and drove down WestEnd. The Premier left his public affairs to President Tete de Courge (no "a"), but promised to take care of his private affairs himself.

Zurich, Switzerland --- The Grand Admiral of the Swiss Navy (well, Italy does have a Minister of Finance) made a public statement denying that the Swiss Earth Analysis and Lower Aquasphere Base is really located in the Sea of Tranquility. He complimented Col. Poponov on the "splendid triumph" for Montenegro and wished him a speedy recovery.

73-C We of Mordor urge an immediate attack by those of the self styled "free peoples" on the Dwarves who have proven themselves unworthy. And of course, We remind you not to forget the Elves.

I AM THE KING, LONG LIVE THE KING, or HOW TO PLAY YOUR COUNTRY

by D.K.S.

No, this is not another "how to" tactics article, but rather a discussion of various philosophies in playing a country. To put it simply, it should be obvious to all that some people play Diplomacy as they would do their every day job while others play it as if it was a jousting tournament, something noble, eccentric, and daring.

When I first started playing Diplomacy I used to fit in the second category, a player who felt there was a sort of suave and elegant manner to the game. Believe this or not, but in my first game which lasted eight years, not one of the players broke their word of honor or had any thoughts of doing so. After the first game I learned that Diplomacy is not an honorable game, and being honorable is the same as being a loser in Diplomacy. Not only that, but as I got involved in more games I lost the feeling that Diplomacy was a game to be played as if one was a gentleman and a game where you played the country, not yourself. The better I did, the more I played for pride's sake or for winning, rather than for enjoyment. So here it is, on the table, the facts show that there are two basic philosophies while playing Diplomacy: playing the country, or playing yourself.

Some people, rather than being pigeon-holed, will take the only recourse, and compromise. What most players will do is become a press release writer. Some people are nervous about seeing their writing in print, so they'll write you letters signed with appropriate historical titles. Every once in a while you hit upon a player who insists on addressing you as "Herr" regardless of which country you are playing. You should have seen how embarrassed I was, when I received a letter addressed to the German Embassy c/o Duncan Smith. I am now positive that our post office sees me as a rather deranged patron.

All this dribble brings us to the important question of is it important to personalize your country? If you're playing in four games with twenty-four different players, you're not likely to pay attention to all of them. But if among them there are a few real eccentrics, they'll stick out like sore thumbs and they'll most likely get the attention needed to win a Diplomacy game. Most Diplomacy zines would not survive if it was not for press releases, and yet one must be nuts to spend time writing for a country in a game.

In conclusion, it can be said that what has made the Diplomacy hobby what it is are the people who don't play in seven or eight games, but the ones who play in one or two and actively participates in the zine in which it is printed. People who play and don't contribute anything to their zine are not braggards or criminals, but are rather, people who fit in the normal bland life of apathy.

* * *

James Finan writes, in The Reader's Digest for July, 1942: "Maybe figures can't lie, but liars can certainly figure, and that's why statistics can be made to "prove" almost anything. Consider a group of ten girls: nine of them virgins, one pregnant.

"On the 'average,' each of the nine virgins is 10 per cent pregnant while the girl who's about to have the baby is 90 per cent a virgin."

HOW IS JOHN LINDSAY PERCEIVED?

Since we had such success with the "intelligence test" we offer an un-scientific poll, and hope for many replies.

Since The POUCH is based in New York, all the editors and game-masters are well aware of a political campaign now on to chose Mayor John V. Lindsay's successor, along with speculation that he will run for Governor or Senator next year. There has always been talk and speculation that J.V.L. is more liked the more one gets away from New York City. While The POUCH's readers are generally more intelligent than the average American, and not typical, it would be interesting to see how our readers from diffirent areas of the country perceive John Lindsay.

If you will, please answer the following questions, and send in your replies to the address on page two. Results as well broken down and analysed as possible will be published in the next article-issue. We can't offer you a prize for your participation, but a large number of replies is necessary for a truly interesting analysis, so please reply. Replies need not be signed, but the state you are from must be indicated. In the case of New York State, please indicate City or Up-State. Canadians are welcome to reply too.

Answer all questions: 1 - agree strongly; 2 - agree somewhat; 3 - no opinion; 4 - disagree somewhat; 5 - disagree strongly.

1. John Lindsay has been a good mayor of New York City.
2. John Lindsay has done the best job any man could do in his job.
3. John Lindsay is popular in New York City.
4. John Lindsay is popular in the Mid-West.
5. John Lindsay is popular in the far West.
6. John Lindsay is popular in the Middle-Atlantic states.
7. John Lindsay is popular in New England.
8. John Lindsay is popular in the South.
9. John Lindsay is popular in the Southwest.
10. John Lindsay has the right ideas, but can't handle an administrative job.
11. John Lindsay has been a strong and articulate spokesman for the Urban areas in this country.
12. John Lindsay has been treated too harshly by those in New York City.
13. John Lindsay is correct in the importance of the Urban area to this country, and the attention that must be paid to them by the rest of the nation.
14. John Lindsay helped the racial situation in this country.
15. John Lindsay is correct in his fights for gun-control.
16. John Lindsay enhances the image of New York City.
17. John Lindsay enhances the image of this country abroad.
18. John Lindsay is nationally effective.
19. John Lindsay will be nationally effective one day.
20. John Lindsay will one day be seen as having been correct in what he said and did.
21. John Lindsay is correct in what he has said and done.
22. John Lindsay is the right man at the right time.
23. John Lindsay is the right man at the wrong time.
24. John Lindsay is the wrong man at the wrong time.
25. John Lindsay would make a good Governor.
26. John Lindsay would make a good U.S. Senator.
27. John Lindsay would make a good Vice-President.
28. John Lindsay would make a good President.
29. John Lindsay should retire from public office and never run again.

You need not know a great deal about John Lindsay to answer this poll. We want your impressions and perceptions.

FRANCE: THE KEY TO THE WORLD

by Nicholas A. Ulanov

It is clear that while at first glance, France appears to be in a very good position, because of the proximity to France, and distance from the other Major powers, of Iberia, France in fact is often in a very poor position because of her difficult border with Germany, and her nearness to England and Italy.

Often France may be doing well in a game, and in one stroke, be wiped out. Notwithstanding, the course France takes at the beginning of the game, and at points further on in the course of the game (until, and if, she is no longer significant) determines the outcome, and certainly at least the direction, of the game.

For instance, if France goes against Germany at the start of the game, the way is opened for Russia and/or Austria to also attack Germany. In turn, Russia and Austria are involved on one front, and it is made easier for Turkey, Italy, and England to attack them. Not to be ignored is the fact that in-attacking Germany at the outset of a game, Iberia must be to some extent ignored, and thus France is not very strong in Spring 1902; this leaves the way open for Italy and/or England to attack France.

France can also swing the outcome of a game by changing its attacking course and changing the advantageous moves for the other countries in the game.

No other nation may influence the outcome as much as France, except, possibly Russia who has so many fronts to attack simultaneously on. But if Russia follows such a course, it is almost always knocked out of the game. So, truly France has the greatest influence on the course of the game.

Of course, the course which France takes can be influenced by what other countries do. If Germany attacks her, likely she will get involved in a Franco-German war. If the French player does a poor job, the game is liable to be very screwy, and hard to predict.

Now what does all this influencing mean for a French player? Basically, it is a great bargaining point. Particularly at the beginning of a game, the French player should point out his ability to influence the game's outcome, and thus his desirability as an ally.

So, if you play France use your position as a power-broker, and if you play another country, make an alliance with France, get a guarantee of her neutrality towards you, or get her out of the game as soon as possible.

And, as for you sceptics, try antagonizing a strong French player.

HOW THE DIPCON TOURNAMENT ENDED
from the co-victor, Conrad von Metzke.

What happened is as follows: At the point you indicate ((see DipCon article, Volume I, Issue no. 17)), a three-way draw was proposed and accepted by all players; the three sharing the draw agreed to accept the trophy and refuse the game board on condition that it be inscribed with the names of all seven persons in the playoff and put on display in Walt Buchanan's archives. The gamesmaster, who by then was Tony Pandin, consulted with Birsan and Lakofka and offered an alternative: The draw be agreed to but I get the game board (since I had the greatest number of units). This arrogance on the part of the management in trying to dictate the terms of what all players had already determined set me, at least, into a fury, and I immediately withdrew my compliance in the draw and demanded to play on. Jeff Key, misunderstanding my intent (which is reasonable, since I was too angry to explain rationally), resigned from the game. (Jeff and I later had a long private conversation and got everything straightened out.) His resignation was succeeded immediately by those of Chuck Liebenauer and Don Pitsch, leaving only Smythe and me in the game; we tried to cajole the others to withdraw their resignations (by then I'd calmed down and was being rational again), and Pitsch and Liebenauer seemed willing, but Jeff refused. So John and I reverted to the three-way draw proposal, and it would have stayed there except that Jeff still refused to be a party to the affair any longer. The result was a two-way draw between John Smythe and myself, about which neither of us was the least bit happy (John gave an interview to the newspapers a few minutes later in which he excoriated the whole concept of Diplomacy for prizes); Jeff was declared 'runner-up' against his will and as a slap in the face of the principle on which he was standing. The cup will repose in an unknown location (unknown to me, at least); the game board was supposedly to have been disposed of as previously stated, but Buchanan misunderstood the situation and ended up selling the thing to John Moot.

* * *

Col. Nikoplat A. Poponov's office at M.A.S.A. today announced that a Feminine Especial Montenegrin Associate Lunar Expert was being launched on a trip to the Moon. The statement said that the FEMALE would assist the M.a.n. in his efforts to explore the Moon.

MASA at the same time released the text of the M.a.n.'s first words when descending from his spacecraft onto the Lunar surface. The first words spoken by a M.a.n. on the Moon were: "That's one small step for Man, one giant step for Montenegro."

The spokesman for MASA announced that attempts were being made to assemble a View-Radio transmitter that had been sent to the Moon with the M.a.n. "If the transmitter can be assembled," said the spokesman, "we will have VR pictures directly from the Moon!" The M.a.n. is apparently having problems with the assembly, and it is expected that the FEMALE will help in that effort.

Spotted on his way out of his office, Col. Poponov was asked the reason that the M.a.n. and the FEMALE had not had their names released. Col. Poponov replied, "Sorry, ah, I won't have any comment on that at this time."

73-A West Manasseh today continued to plead for a three-way draw in the war now being fought in the Middle East.

NOTES FROM PENELOPE

Conrad von Metzke has been kind enough to send me his thoughts on my article, HOW TO USE WHAT'S UNDER THE SWEATER, replying to his article about obscenity and vulgarity in The POUCH. I was attempting to clarify the points Conrad made, and at the same time make it clear that these points applied to many other zines besides The POUCH.

Conrad apparently got this from the article, and agreed with the points I made. I was pleased to see that in making some points of my own, I did not contradict some of the valid points he made.

He also accepted with pleasure The POUCH Award for Best Article. He said that he is eagerly awaiting receipt of the bronzed obscene press releases. He is even thinking over the erecting of a special showroom for the questionable works. Duncan Smith has yet to return from his trip to Indiana, but if he does, I'm sure he'll have some interesting words.

I think we all ought to congratulate San Francisco on the one hundredth anniversary of the first running of one of its cable-cars. San Francisco is a beautiful city, and the cable-cars are a unique part of the greatness of that city.

It's a curious thing that with an earthquake unavoidable in the relatively near future, San Francisco continues to ignore the fact of its almost total lack of preparedness for such a quake. It is yet another sign of Mankind's refusal to deal with unpleasant realities.

Continue to have a nice summer.

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It is a sad and awe-inspiring fact that our nation's two hundredth birthday is going to be observed while a crippled and ineffective presidency comes to an end. We are in the sad position, as a people, of not having any method for effective government for three years. This was to some extent inevitable. If Watergate had not been blown up, Herldeman would still be in the White House, gumming up the works of government with the petty intricacies of in-fighting. If Richard Nixon continues as President, he will be ineffective, at least on a domestic front, in part because of his fiscal beliefs and those of his advisors, and because of Watergate's crippling effects. If Richard Nixon were to resign, Spiro Agnew, a decent man, would not be able to do anything really moving until potential election in 1976. Even if Agnew were to resign and in one way or another a new man to be made President, it is doubtful he could do anything for three years. So, we are left with three years of economic strife, and domestic unrest and fear. It is already clear that there will be no co-ordinated national effort made to have a national celebration of the 200th anniversary, and its philosophical, moral, and political meanings. It would seem then to be a good idea for Americans over the next three years to search out the truly best men who can correctly shape the next two hundred years, and to read or re-read the great documents of this nation, The Declaration of Independence, The Constitution, and works such as The Federalist, and some of the history of the oldest continuing government and the oldest republic in the world.

— Publius

THE SAGA OF POOR RICHARD NIXON

Suppose you have your money in a bank. The bank is robbed. All the evidence points to the fact that a gang of robbers operating in the community was involved in committing the crime. In the course of the investigation all of the employees of the bank are questioned. One of the employees of the bank answers the questions in this manner:

Question: "Did you rob the bank?"

Answer: "I refuse to answer the question on the ground that any answer I might give might tend to incriminate me."

Question: "Were you a member of the gang?"

Answer: "I refuse to answer the question on the ground that any answer I might give might tend to incriminate me."

He is confronted with various individuals who are known to be members of the gang and is asked, "Do you know these individuals?"

Answer: "I refuse to answer on the ground that any answer I give might tend to incriminate me."

What would our conclusions be after this investigation? We would all agree that under the Constitution the bank employee had the right to refuse to answer the questions on the ground of self-incrimination. On the other hand, we would take our money out of that bank just as fast as we possibly could if the directors of the bank didn't fire him from his job on the spot because of his refusal to answer.

To American Legion convention
St. Louis, Missouri
August 31, 1953

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JUDAH ADVANCING

73-A (1973ABdu) Spring 1996 BC

East Manasseh (Duncan Smith) Built AGoban

AJahesh-Gilead-Rammoth Gilead, ATob-Jahesh Gilead, AZebulon-SADor, ADor-SAZebulon, AErdrei-SAJabbok, AJabbok-SAJahesh Gilead-Rammoth Gilead, AGoban-Tob, FSharon-Philistine Sea (no such unit), FSharon Sea

Gad (Bruce Wachtler) Removed AThebez, AGilead

ARammoth Gilead-Gilead

Judah (Marc Robinson) Built AHebrah, ABethlehem, FAskelon

AAmmun, ABenjamin-SAOlivas-Abel Shittin, AEphram-SADan-Sharon, A Oivas-Abel Shittin, ASharon-Dothar, ADan-Sharon, AAbel Shittin-Reuben, FPhilistine Sea-SADan-Sharon, AHebrah-Bethlehem, ABethlehem-Oivas, FAskelon-Dan

West Manasseh (Nicholas Ulanov) No builds

AIssachar-Tabok, AShechern-SFSharon Sea-Sharon